GREETING CARD DESIGNER
Contents

Tape Loading Instructions

To load the different Modules of the Greeting Card Designer use the following directions:

To load the Card Designer place the program side of the tape into your recorder and type:

LOAD "" or LOAD "StartC"

To load the Graphics Designer place the program side of the tape into your recorder and type:

LOAD "StartG"

Graphics Library Hints

On the Graphics Library side of the tape there are 22 graphics pictures which you can use on your cards. The following is a list of the Graphics pictures by name and in the order that they are saved on the tape.

                grad
                gift
              xmastree
                rose
                heart
                bells
                wine
                santa
                cupid
                cake
                pumkin
                wreath
                whale
                cleft
                skull
              sunshine
                smile
                cat
              baseball
              jewstar
                notes
              sailing

ZEBRA FDD VERSION ADDENDUM

The GREETING CARD DESIGNER manual applies to the tape version. The Disk version is identical in all respects except that SAVE and LOAD operations will be much less complicated. All references in the manual to rewinding and playing, or cueing and playing, etc., can be ignored. With the Disk drive these actions will be automatic.

In the Disk version, graphics will be SAVEd with the extension '.GPH' and cards will be SAVEd with the extension '.CRD'.

Below is a CATALOG of your GREETING CARD DESIGNER disk for your reference.

:DESIGNER
Level 0 Drive A

Name	Typ	Size	Alloc S P
START		1071	2K
CDESIGN	BAS	18652	19K
CCODE	COD	19611	20K
GDESIGN	BAS	7045	7K
GCODE	COD	5905	6K

Max 140K Cur 54K Rem 86K

:GRAPHICS
Level 0 Drive A

Name	Typ	Size	Alloc S P
GRAD	GPH	261	1K
GIFT	GPH	261	1K
XMASTREE	GPH	261	1K
ROSE	GPH	261	1K
HEART	GPH	261	1K
BELLS	GPH	261	1K
WINE	GPH	261	1K
SANTA	GPH	261	1K
CUPID	GPH	261	1K
CAKE	GPH	261	1K
PUMKIN	GPH	261	1K
WREATH	GPH	261	1K
WHALE	GPH	261	1K
CLEFT	GPH	261	1K
SKULL	GPH	261	1K
CAT-B	GPH	261	1K
SUNSHINE	GPH	261	1K
SMILE	GPH	261	1K
CAT	GPH	261	1K
BASEBALL	GPH	261	1K
JEWSTAR	GPH	261	1K
NOTES	GPH	261	1K
SAILING	GPH	261	1K

Max 140K Cur 23K Rem 117K

GREETING CARD DESIGNER

The Greeting Card Designer allows you to create beautifully designed cards in a few simple steps. Each card you make can be personalized inside and out.   You can make cards for any occasion at all, including holidays, birthdays, party invitations, etc.

USING THE CARD DESIGNER

After Loading the program from the Tape provided, you will be presented with the Main Menu;

1 - Edit Card

2 - Print Card

3 - Erase Card

4 - Save Card

5 - Load Card

6 - Select Printer

On first entry to the program you must use option six and select your printer. If you don't the program defaults to the Star Micronics Gemini SG10 printer and the A&J Centronics interface. On the following pages We will explain each Main Menu option in turn. Throughout this manual the notation 'CS/' indicates that you must use the Cap Shift key.

Editing A Card

Choosing this option lets you create or modify a one-of-a-kind card for any occasion. First you must choose the Cover or the Inside of the Card to work on. Press ENTER to abort and return to the main menu. Having made the cover/inside choice you will be presented with the following menu ...

    1 - Edit Text

    2 - Select Border

    3 - Select Graphic

    4 - Edit Graphic Layout

    5 - Main Menu

All selections and actions from this Editing menu apply to the Card page (cover or inside) selected on entry to it. The following sections will discuss each menu option in turn.

EDIT TEXT-

You will be presented with a Text Editor. Use your keyboard to type in your message, line by line. Pressing lower case letters gives you capitals; lower case letters are not available Press ENTER to proceed to the start of the next line. If you are on the bottom line pressing ENTER takes you to the top line. Use your arrow keys to navigate around the text window. You can modify or delete by overstrike, or use DELETE (CS/0) to backspace delete. You can clear the entire Editor window by pressing CS/C. When you have finished entering your message, press CS/X to exit and return to the edit menu.

FORMAT COMMANDS-

A number of keyboard commands allow you to select, justification, font, and size, of the Text on each line.

CS/S	SIZE	Toggles size of Text (small/large; preset to small)
CS/J	JUSTIFICATION	Toggles text positioning (center/left/right)
CS/F	FONT	Toggles FONT style (solid/outline;preset to solid)

The line by line status of these formatting options is indicated on the screen. Size is indicated by the number of lines reserved for text, with excluded areas highlighted. Justification is indicated by the letter at the right edge of the text window; C for center, L for left, and R for right. Font is indicated by the letter on the left edge of the text window; S for solid, O for outline.

SELECT BORDER-

You will be presented with the menu below. The currently selected Border is indicated by the inverted menu number. Press the number corresponding to your desired Border.

```
            1 - Box
            2 - Solid
            3 - Bead
            4 - Kaleidoscope
            5 - Stars
            6 - Tiles
            7 - Hearts
            8 - Flowers
```

SELECT GRAPHIC-

    You will be prompted for the name of the Graphic picture you
want printed on the Card. Inputting the name "none" will cause
no Graphic to be printed on this page of your card. Press ENTER
alone to abort and return to the editing menu.   If you input a
valid name you will be prompted to rewind and play your Graphics
library tape so as to LOAD your desired Graphic into memory.
Succesfull LOADing will return you to the Editing menu.

NOTE ON GRAPHICS LIBRARY: On one side of the tape provided is a
library of Graphics pictures for use with the Greeting Card
Designer. Use the Graphics Library Reference page to see what
is available. This reference page gives a picture and name of
each Graphic in the library, in the order in which they are
recorded on the tape. Each graphic is saved with an extension
".G" added to the end of the name to indicate its status as a
graphic.

EDIT GRAPHIC LAYOUT-

    This option allows you to choose the number and positions of
the Graphic to be printed. First, you will be prompted for the
Graphic size you want.   Two sizes are available; small and
large.
    You will then be provided with a Layout Editor which
displays a representation of your card with squares showing the
various positions that your Graphic pictures may occupy.   The
positions available differ according to the Graphic size you
have selected. Use your arrow keys to navigate the cursor to
each position. Pressing 'p' deposits an 'X' into the current
position indicating that a Graphic will be printed there.
Pressing 'o' clears the current position and no Graphic will be
printed there.
    When you are done press CS/X to return to the Editing menu.

MAIN MENU-

   Selecting this option returns you to the main menu.

PRINTING YOUR CARD

   Print your card by selecting option two from the Main menu.
Before proceeding you should align the paper in your printer.
Correct alignment is for the top edge of the ink ribbon to be
about 1/8 inch below the perforation in the paper.   You may
also have to center the paper feed carriage in respect to the
print head.

SET NUMBER OF COPIES-
   Input the number of copies you want and press enter.

** PRINT **
   The message 'BUILDING CARD IMAGE' will appear on the screen,
as the computer starts building the card image in memory. After
about 20 seconds printing will begin. Don't be alarmed when your
first card starts being printed upside down, it will be reversed
when you fold it. The program will pause to 'BUILD' a second
time before completing the printing.   You can abort printing
during the 'BUILD ' phase, by pressing CS/BREAK untill the
screen clears and then releasing.

FOLDING YOUR CARD-

   When your entire Greeting Card is printed, carefully remove
it from the printer and fold it into quarters.   Then tear off
the perforated edges. Voila! Your custom Greeting Card is
complete.
   You may print more of the same card by selecting the print
option from the Main menu again, or you could edit the card to
change it a bit and then print again.

ERASE THE CARD

Selecting this Main menu option erases your entire current card. There will be no text, no graphics, and the Border will be set to 'BOX'.

SAVE YOUR CARD

You will be prompted for a name for your card creation. Press ENTER without a name to abort and return to the main menu. Cue to the start of a blank spot on your graphics library tape then input a valid name to proceed with the card SAVE.
NOTE: Card name can be a maxium of 8 characters.
NOTE: The extension ".C" is added to the end of the name to indicate that it is a card

LOAD A CARD

You will be prompted for the name of the card you want to LOAD. Press ENTER without a name to abort and return to the main menu. Rewind to the start of the Graphics Library tape, then input a valid name to proceed with the LOAD.

SELECT YOUR PRINTER

A menu of printers supported by this program will appear.
Input the number that corresponds to your printer.

```
                    Epson RX/FX ...........1
                    Gemini 10x/SG10 ......2
                    Memotech DMX80 .......3
                    Memotech DMX80 .......3
                    Panasonic 1090/1091 ..4
                    Spirit-80 ...........5
                    Seikosha GP250 .......6
                    Prowriter 8510 .......7
```

Next, a menu of printer interfaces will be displayed. Select
the one you use.

```
                    AERCO ............1
                    TASMAN-b ..........2
                    TASMAN-c ..........3
                    A&J .............4
```

GRAPHICS DESIGNER

Provided along with the Greeting Card Designer is a utility program called the Graphics Designer. By using this utility you can create or modify Graphics for use with the Greeting Card Designer.

USING THE GRAPHICS DESIGNER

After Loading the program from the tape provided, you will be presented with the Main Menu;

                    1 - Edit Graphic

                    2 - Load Graphic

                    3 - Save Graphic

We will now explain each Main Menu option in turn.

EDITING GRAPHICS- /

By selecting option One from the menu you put a graphics designer tool at your disposal. On the screen you will see a large grid with a blinking cusor in the upper left corner. This is your design window and it is a 3 times blowup of actual size. To the right of the design window you will notice a smaller window. This always displays an actual size image of what's in the design window.

Use your arrow keys to navigate the cursor around the design window. Pressing 'P' plots a dot; pressing 'O' unplots a dot. Below is a summary of all the keyboard commands for the Graphics Designer.

p   - Plot a dot in current cursor location and
          move cursor right.

o   - Unplot dot in current cursor location and
          move cursor right.

CS/S   - Store current Graphic you're working on.
          Your work is temporary until you use this
          command.

CS/C   - Clear the Graphic. You are clearing the
          stored Graphic, and the display.

CS/X   - Exit to Main menu. The current Graphic is
          AUTO Stored before exiting.

CS/P   - Copy screen to TS2040 printer.

^   - Arrow keys to move cursor.

ENTER - Cursor to start of next line.

LOAD A GRAPHIC

After choosing this option you will be prompted for the Name of the Graphic. If you want to abort just press ENTER with no name. Otherwise, place the Graphics Library tape into your recorder, rewind to the start, type the name of your desired Graphic, and press ENTER.
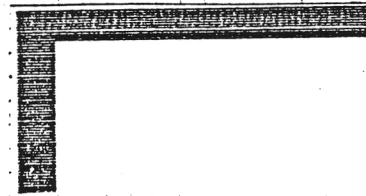
SAVE A GRAPHIC

Choosing this option generates a prompt for a name. Just press ENTER alone to abort. To continue, cue to a blank spot on your Graphics library tape, and input a valid name (8 characters or less).
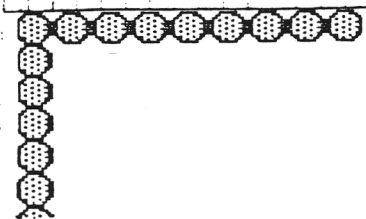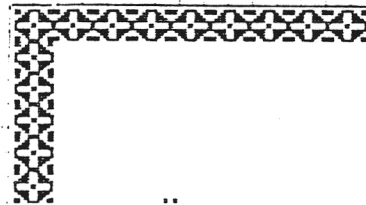
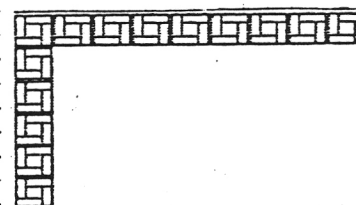# BORDER SELECTION
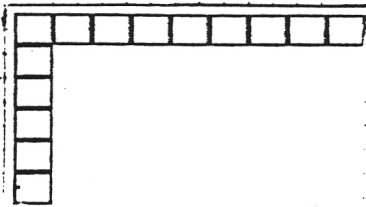
(1) BOXES

(2) SOLID

(3) BEADS

(4) KALEIDOSCOPE
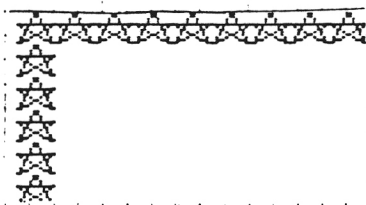
(5) STARS

(6) TILES
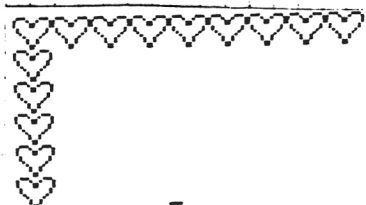
(7) HEARTS
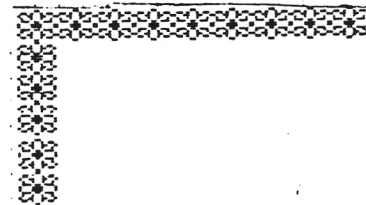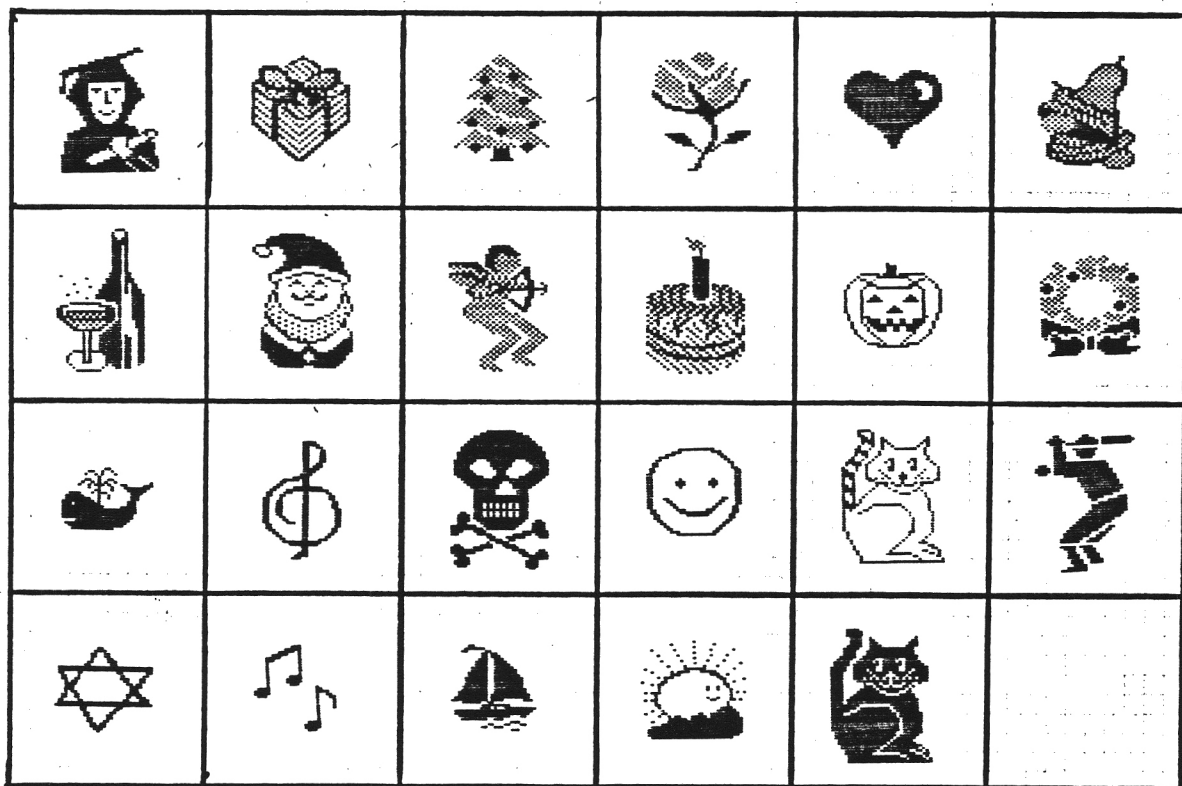
(8) FLOWERS

GRAPHIC LIBRARY

10 grad	13 gift	16 xmastree	18 rose	21 heart	24 bells
26 wine	29 santa	32 cupid	35 cake	38 pumkin	41 wreath
43 whale	46 cleft	49 skull	55 smile	cat	baseball
jewstar	notes	sailing	52 sunshine	cat-b	

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Making BACKUP copies of the GREETING CARD DESIGNER

Zebra Disk version:
Use the BACKUP utility from your master diskette to make BACKUP copies of both sides of your GREETING CARD DESIGNER disk to a blank formatted disk.

Cassette version:
Card Designer Utility

1. Load the program using: **LOAD "StartC"**
2. When it is loaded type: **Caps-Shift + BREAK**
3. Place a blank tape in your recorder and type: **GO TO 9991**
4. Follow the prompts to make your Backup copy.

To load this copy type: **LOAD "Cdesign"**

Graphics Designer Utility

1. Load the program using: **LOAD "StartG"**
2. When it is loaded type: **Caps-Shift + BREAK**
3. Place a blank tape in your recorder and type: **GO TO 9910**
4. Follow the prompts to make your Backup copy.

To load this copy type: **LOAD "Gdesign"**

Graphics Picture Files

To make BACKUP copies of the Graphics Picture files you can use one of the following methods:

1. Load the Graphics Designer Utility, and use the options to Load and Save Graphic pictures to copy each of the files to another tape.

or

2. A. Load the picture by typing: **LOAD "name.G" CODE 48000**
   B. Save the picture by typing: **SAVE "name.G" CODE 48000,256**

As an example to make a copy of the picture called: "GIFT"

Place the Graphics Library tape into your player and type:

LOAD "GIFT.G" CODE 48000

When it is loaded, switch to your destination tape and type:

SAVE "GIFT.G" CODE 48000,256

Always remember to add the ".G" to the end of the filename. The Greeting Card Designer will not be able to load these pictures if you don't. For either of these options you can find the names of the files from the list given in the TAPE LOADING TIPS section.